REALMS *of* ANTIQUITY

The Shattered Crown

Instruction Manual

TABLE OF CONTENTS

Introduction 3

Getting Started 4

Game Creation

- Characters 5
- Classes 5-6
- Statistics 7
- Magic 10

Playing The Game

- Travel Mode 13
  - Terrain 15
  - Towns 17
  - Dungeons 19
  - Monsters 20
- Status Mode 21
  - Items 24
- Combat Mode 27

Tips and Tricks 31

Glossary 32

Credits 34

INTRODUCTION

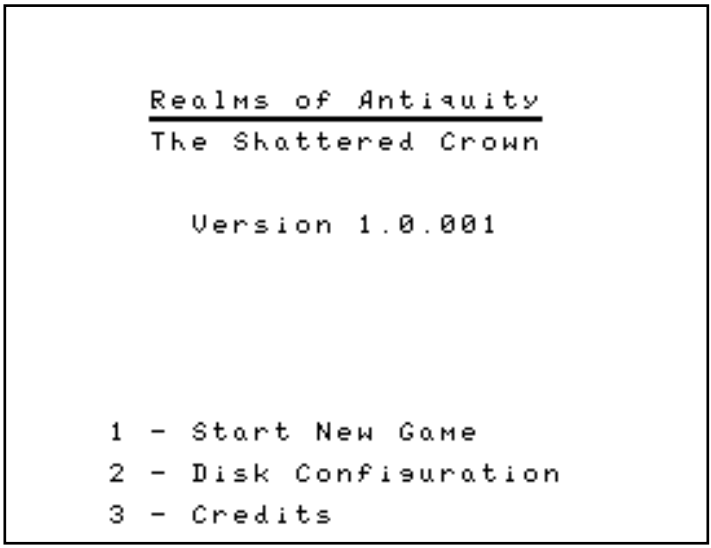
Prepare to embark on the greatest journey your TI-99/4a has ever offered you... You are about to take your first step into a mysterious world of fantasy and adventure!

In these realms, fantastic beasts and creatures wander the land, sorcerers brood in tall towers, and war threatens everywhere... Never has the need for heroes been greater! Are you up to the challenge?

Realms of Antiquity is a role-playing adventure that stimulates your imagination and intellect. Unlike a movie or TV show, you are not a spectator but an active part of the adventure. You are in control of what happens to your characters, for good or ill.

Realms of Antiquity is not meant to be played in a single session, but over multiple sessions of play. Your progress can be saved at any time so that you can resume your adventure later. Be prepared to spend hours exploring, fighting creatures, and discovering secrets and treasures...

GETTING STARTED



Upon starting the game, you will see a brief loading screen followed by the title screen. Pressing any key will take you to the main menu.

Starting a new game will begin the character creation process.

After you have created a party, you will see two new options on this screen, view introduction and continue current game.

You can only have one active party and adventure at a time.

For further details on configuring the game for running on hardware or with other emulators, and the use of the disk configuration menu, please refer to our website at:

http://quixotic.adamantyr.com/roa-running.htm

GAME CREATION

Characters

In *Realms of Antiquity* you control a party of characters. A party can have up to four characters.

During character creation, you make at least one character to begin adventuring. You select a class, distribute attribute points, and choose a name for each character.

There are characters in the game that will join your party, if your party is not at full size, and if the circumstances are right. Once they have joined your party, you cannot remove or dismiss them.

Classes

There are nine classes in the game. One of those classes, the Hero, is only accessible if you begin with a single character.

You can create any number of characters of any class available. If you want a party of nothing but wizards, go right ahead! However, a party of balanced characters will ensure the best chance of survival and good fortune.

Fighter - A warrior strong in melee, but without magic ability. Can use all weapons except magical staves and wands. Only class besides the Hero that can use firearms. Can use all armor and shields, but not magical foci. Has a powerful lunge attack.

Rogue - A thief and scoundrel that's good with weapons. Has a higher critical range and the ability to wield offhand weapons for a unique two-weapon fighting style. They have no magical ability, but can sense traps and secrets, and vanish from sight. Wears cloth or leather. Can't use shields but can use magical foci.

Wizard - A scholar with great magical power, but weak in melee and ranged combat. They have a bonus to Lore skill. Can use daggers, staves, slings and wands. Can wear cloth armor and use magical foci. Favors Yellow magic.

Crusader - A battlemage with superb martial skills to compliment their magical abilities. Can use all melee weapons and wands. Can wear any armor except plate. Can use shields and magical foci. Favors Red magic.

Paladin - A champion for the weak and defenseless, and a strong warrior with magical abilities. Due to oaths not to shed blood, they can only use blunt weapons. Can use all armor and shields as well as magical foci. Favors Blue magic.

Ranger - Hunter, tracker and friend of the wilderness. Master of ranged weapons, particularly the bow, and a decent fighter with magical ability. Can use most melee weapons as well as slings and bows. Can wear cloth, leather, hide and use both shields and foci. Favors Green magic.

Warlock - A dark and charismatic sorcerer with powerful magical ability, a bit more capable with weapons than a wizard. Can use daggers, axes, maces, staves, and wands. Can wear cloth armor and use magical foci. Favors Violet magic.

Bard - A musical adventurer that is good at everything but doesn't excel. Gets a discount buying items and sells items for extra money. Can use one handed weapons, staves, slings, arbalests, and wands. Can wear leather or cloth and use magical foci. Favors Orange magic.

Hero - A powerful character that is good at everything. They have powerful magical ability and can use all weapons and armor. Favors Indigo magic.

Statistics

Primary Attributes:

Each character has four primary attributes.

Strength - Physical power, influences your health, melee damage and ability to resist ailments and magical effects.

Agility - Physical skill, influences your stamina, movement, ability to hit and dodge in combat, and several skills.

Cunning - Mental skill, influences ranged attacks, sorcery skill, ability to resist magical effects, and several skills.

Reason - Mental power, influences your stamina, magical damage, knowledge and several skills.

During character creation you have a pool of points which you can add to the base attribute values (which are different for each class) as you see fit. Attributes can have a value from 1 to 10:

Attributes can be raised during the course of gameplay, through the use of rare magical items. No attribute can be raised above 10.

Secondary Attributes:

Health - An abstract measurement of your character's life. If your number of wounds exceeds your health, you will be unable to take actions until their wounds are healed.

Stamina - An abstract measurement of your character's energy, both mental and physical. If your fatigue value exceeds your stamina, your character will begin taking wounds from exertion.

Action - The count of actions your character has in a combat round.

Move - The cost in action points to move your character one square in combat.

Crit - Your character's chance to land a critical attack in melee or ranged combat. The higher the value the greater the chance.

Reduce - Your armor's ability to reduce damage.

Levels:

Every character has a level of power, from 1 to 16. Characters start the game at level 1. The higher your character's level, the more powerful they are.

Each level costs a certain amount of experience points to attain. You earn experience by completing quests in game and defeating monsters in combat. The amount of experience you need to earn for each level is indicated on the character's status screen.

Characters who join your party will be the same level as the highest level character in your party, and have unspent skill points equal to the highest level party member's level. (See below)

Advancement:

When you advance a character to the next level, they gain an increase to stamina and health, as well as a skill point.

Skill points are used to train your skills up to higher levels. (See the next section for a skill list.) If you want your fighter to be able to hit more often in combat, train their melee skill higher. If you want your wizard to cast spells with greater effect, train up on sorcery.

Trainers can be found in towns, towers, and other places who can train in different skills for a fee. Some skills are more expensive than others to train. At lower levels of skill, you will gain 2 points for each point spent. Skills have different thresholds where you only gain 1 point of skill per point spent.

Trainers have a limit to how high they can train you. The hedge mage in a village is not going to be able to train you nearly so well as a master sorcerer! If one can't train you any higher, seek out someone more powerful.

Skills:

Melee - Your ability to hit enemies in combat with close weapons. Also used for thrown weapons.

Ranged - Your ability to hit enemies with ranged weapons from afar.

Sorcery - Your ability to cast spells and overcome the resistance of your foes. Fighters and rogues cannot train in this skill.

Defense - Your ability to dodge attacks of all varieties.

Resist - Your ability to resist physical, mental, and mystical attacks that are not wounding but debilitating none the less.

Lore - Used to examine items and determine what they are. It is also used in deciphering cryptic items found in various places.

Locks - Used to unlock doors and chests.

Traps - Used to disarm traps on chests and in corridors.

Gamble - Used to gamble in pubs. The higher your skill, the more likely you can win.

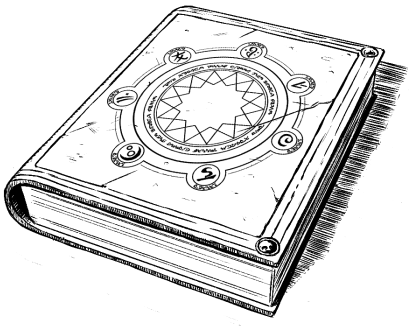
There are also skills for the various schools of magic, called "affinities", which are referred to by colors: **Red**, **Orange**, **Yellow**, **Green**, **Blue**, **Indigo** and **Violet**.

Skills starting values are determined by class and attributes. Some items may grant bonuses to your skills as well.

Effects

Characters can be blessed or penalized with effects. Each effect is indicated with a different icon. Negative effects can be removed by seeking a healer. Spells can also remove effects, either directly or by invoking the opposite effect, canceling it out.

For a complete list of states/effects and their corresponding icons, please see the reference card.



Magic

The use of magic (known as the art of sorcery) is widespread in the realms. Most of the classes are able to cast magical spells, some better than others.

Sorcery can make the difference between life and death. You'll find that your quest is far easier when you have a fireball or two available when fighting a horde of monsters, or a spell to unlock doors in a dark dungeon!

Spellbooks

The spells a character can cast are determined by their spellbook, which is equipped like any other item. The spells within become available to cast.

There are spells that can only be cast in either travel or combat mode. When selecting the spell to cast, you are only told the spells that are possible in your current situation to cast.

Casting spells will inflict fatigue on the caster. The more powerful the spell, the greater the amount of fatigue.

Spells use the sorcery skill to determine success and potency. Some spells can be resisted, which negates any effect. A high sorcery skill is needed to overcome the resistance of some enemies!

Schools

Sorcery is divided into seven schools, which are commonly known as the colors of magic. They are:

Red - Related to health, fire, and strength. Spells in this school include healing and fire-based attacks.

Orange - Related to movement, force, speed and agility. Spells in this school include teleport and haste.

Yellow - Related to light, knowledge and intellect. Spells in this school include light and clairvoyance magic.

Green - Related to nature, peace and spirit. Spells in this school include curing and stealth magic.

Blue - Related to defense, protection and perception. Spells in this school include protection magic and warding.

Indigo - Related to darkness, cold and weather. Spells in this school include lightning-based attacks and cold magic.

Violet - Related to death, fear and charisma. Spells in this school include summoning spells and death attacks.

Spells without a color, such as those in the basic spellbook, are so weak that they have no affiliated color.

If you possess an affinity for a given color (tracked as a skill), you can cast spells of that color with greater effect and less fatigue, and are more resistant to spells of that color.

Spells

There are 60 different spells available to your party in the game. This is a short list of the most commonly known spells and their effect. You'll have to explore and discover others on your own.

Aid - Heals the targets wounds by a small amount.

Bane - Inflicts a penalty to attacks and defenses.

Cure - Cures an ally of poison or sleep, also reduces other negative effects at half power.

Disarm - Removes all traps around the party.

Dispel - Removes magical barriers.

Exalt - Grants a bonus to attacks and defenses to the targeted ally.

Fireball - A fireball explodes in a location chosen by the caster. All caught in the blast, friend or foe, are affected so be careful!

Glow - Creates a small light, like a lit candle.

Haste - Gives the targeted ally extra actions in combat.

Heal - Heals the targeted ally's wounds.

Light - Creates a magical light stronger than a torch.

Magic Eye - Briefly reveals the entire immediate area to view.

Return - Teleports the party back to the last inn they rested at.

Scare - Causes the targeted enemy to flee in fear.

Sense - Sense secrets and dangers around the party.

Sleep - Creates a cloud of gas in a location that causes all those in range to fall asleep.

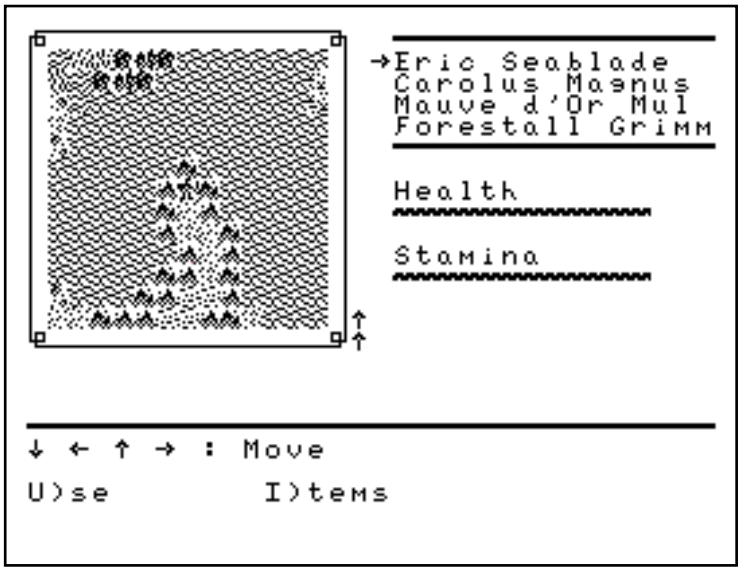
Summon - Summons a powerful demonic ally to fight with the party.

Thunderbolt - Shoots a bolt of lightning at the targeted enemy.

Unlock - Unlocks all doors and chests around the party.

Zap - Shoots a small bolt of energy at the targeted enemy.

PLAYING THE GAME



Travel Mode

The main mode of the game is known as *travel mode*.

The large window to the left shows the world map, with your party at the center. When you move, the map scrolls, showing you new areas and places.

The upper right shows your current party's names in a list. An arrow indicates the current active character. (See next page)

Below the character names is the health and stamina of the active character, showed as colored bars. Red is used for health and blue for stamina. Below that, the icons for any active status effects upon the character will appear.

The bottom of the screen, below the green line, shows the current available commands and the keys to activate them.

Active Character

The active character is in the lead, looking for danger and secrets, unlocking doors and chests, and picking up any items found.

You can change the active character by pressing 1-4.

Map View

The map view only shows what your party can see. Forests and mountains block your line of sight, as do walls and doors in buildings. Areas you can't see are shaded in black squares.

Elevation determines your line of sight. If you're atop a cliff you can see over a large forest. There are four levels of elevation, indicated by up arrows along the lower right of the map view window.

Some maps are dark and require a light source to see anything. When you have light, a limited radius around you is visible. As your light runs out, the radius will shrink in size until it goes out.

Commands

Besides using arrow keys to move your party around, each active character will have specific commands. They are:

Use - Select an item in backpack to use immediately. Only light sources, touchstones, potions, spellbooks and some special items can be used in travel mode.

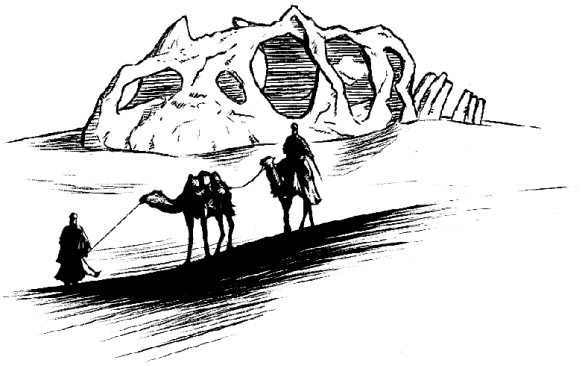
Cast - Cast a spell from your spell book.

Items - Manage character's inventory.

Some general commands always available to you are:

Reorder Party - You can reorder your party members, so that certain ones are in the front or back when in combat mode.

Help - The help menu will give you details on commands, icons, and states in the game.



Terrain

There is a variety of terrain in the game, including grassy fields, rocky hills, frozen tundra, and so forth.

Most terrain can be moved across without penalty. Some forms of terrain can be fatiguing to cross, such as hills and desert. Other terrain, such as swamps, can inflict poison on your party. Watch your step!

There are spells and items that will prevent debilitating effects of terrain for a short period.

Secret passages can often be found in walls or other places, which can be traversed like any other accessible tile. Check everywhere thoroughly for them! A rogue is useful for finding secrets.

Terrain Types

Terrain affects both in travel and combat mode. The terrain you start combat on determines if obstacles are present that have a tactical effect.

Some terrain types include:

Grass - Easy to traverse, rarely any obstacles.

Roads and Bridges - Easy to traverse, no obstacles.

Shrubs/Dirt - Easy to traverse, some obstacles.

Farmland - Easy to traverse, sometimes grants rations.

Forest - Blocks line of sight unless you're up high, heavy obstacles.

Hills/Sand Dunes - Fatiguing to cross, heavy obstacles.

Swamps - Toxic terrain, some obstacles.

Mountains - Blocks line of sight, impassable.

Desert/Tundra/Snow/Ice - Fatiguing to cross, no obstacles.

Lava - Impassable, creates light

Boats

A boat allows the party to traverse rivers, pools, lakes and coastlines. You can also move under bridges. Deep ocean cannot be crossed. Waterfalls can be traversed in the direction they are falling, but not any other direction.

While on a boat, the party cannot be attacked by monsters.

You can find boats in the wilds, or purchase them in some towns. They are typically close by after buying them.

Don't be surprised if a boat disappears from where you left it, thieves are everywhere...

Towns

As you wander the realms, you will come across towns, villages, large cities, towers, and fortresses. They are sources of information, respite, services, shopping and other things you will need.

People

You can encounter people anywhere in the realms.

Some may only have a few things to say, such as identifying the town you're in, or offering some quick advice or a comment. Others are an excellent source of information, and you can engage in a complicated conversation with them. Sometimes recent events will make them offer new information they didn't have before.

Many of them move about, so you may have to chase after them to ask a question.

Some people may get offended by the actions you take. Be careful with what you say and do at all times!

Services

Towns offer many services which include:

Inn - A place to recover fatigue after a long journey. In smaller towns, the inn's common room serves as the local pub.

Pub - A place to get a drink and relax, and hear the latest rumors and gossip.

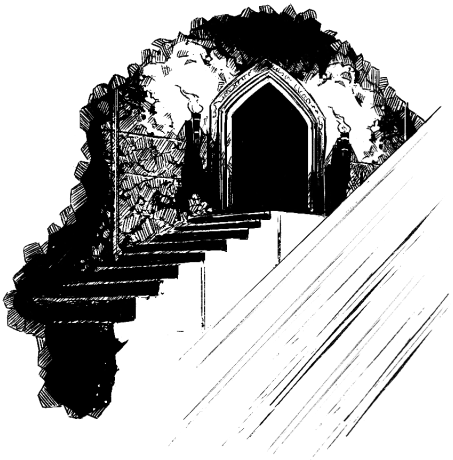
Shops - A place to purchase and sell items. Many merchants are dedicated to selling one class of item, others are traders who sell a variety. Some will also buy items from you, at a considerable markdown in value.

Healer - Healers offer healing and curative services all over the realms.

Training - Training can be found at the Adventurer's Guild, and in many other places all over the realms.

Sage - A local wise man who can identify your party's unknown items, usually for a fee.

Ships - In port towns and cities, there are often ships that will take the party to another location, at a fee.



Dungeons

A stone mausoleum beneath the earth, a ruined castle upon a lonely moor... The realms have many dangerous places filled with terrible creatures. However, they can also contain great treasure and vital clues.

Most dungeons are dark places, requiring you to use a light in order to see. Both items and spells will provide light, for a limited period of time.

Dungeons also contain traps, which can be sensed by a rogue or through spells. Traps must be disarmed to be able to safely traverse the tile they are in. Failure could set them off!

One special form of trap is the pit trap. If you stumble into one, it will drop the party down to a lower floor, often filled with great danger. Pit traps can be avoided but not disarmed or removed.

Monsters

Monsters are everywhere in the realms. You typically encounter them when travelling. But be prepared, for evil lies everywhere!

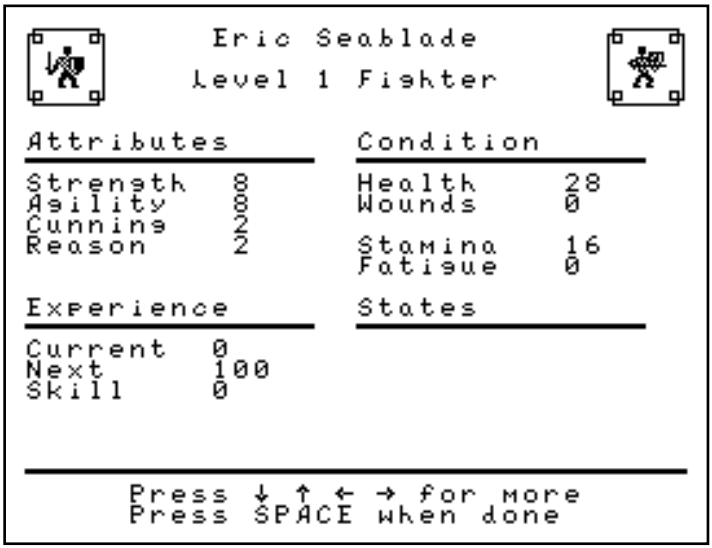
If close enough and able to see you, monsters will move towards you for a fight. Otherwise they wander randomly.

Some monsters lie in ambush, and only strike after you've ran into them. You won't see them because they're hidden, although you may sense danger near...

Some monsters are guarding specific areas, and will attack only if provoked.

Spells and items can hide you from a monster's view. Without a target, monsters will move about randomly. Be careful about getting too close, they could blunder into you by accident!

Monsters respawn over time. So even areas you have cleared may not be safe when you pass back through them. You see the greatest respawn rates in the deepest and darkest places.



Status Mode

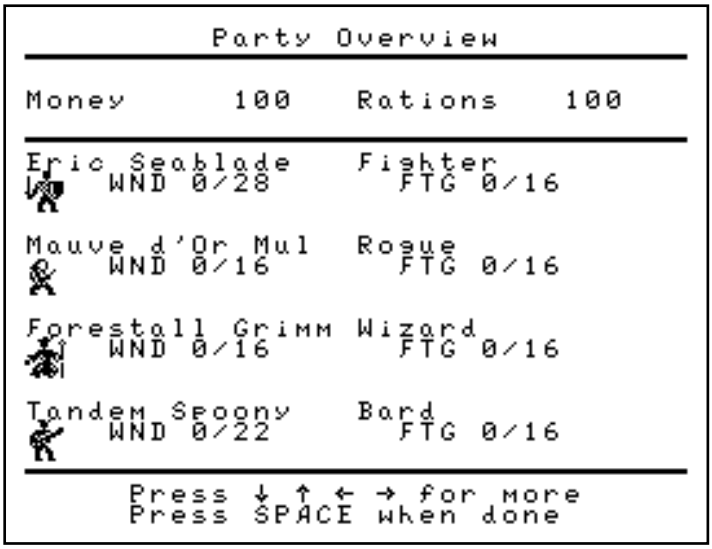
At any time in travel mode, you can check your party and character statistics in *Status Mode*.

While in Status mode, you can navigate to multiple pages by pressing up and down. Pressing left and right will change the character being viewed, or go to the party screen.

For character screens, each page details a different aspect of the character, including:

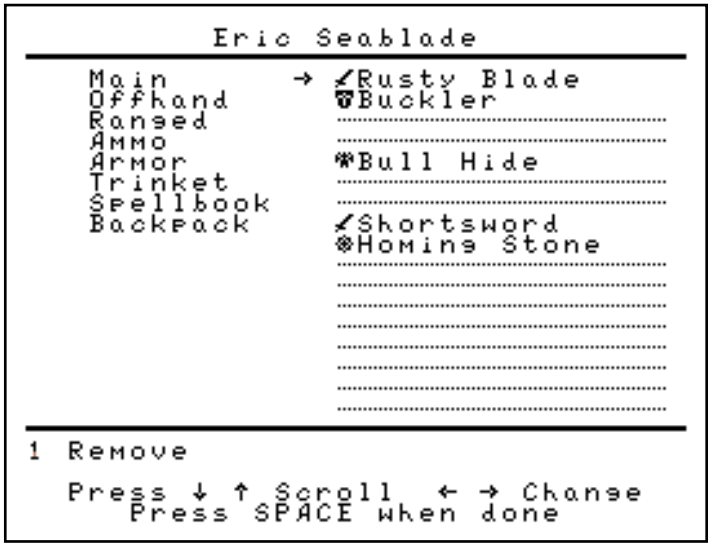
- Attributes and conditions
- Skills and affinities
- Combat statistics
- Spell book and spells available

Skills are listed as the base skill, followed by the adjusted skill in parenthesis, based upon attribute and equipment adjustments.



The Party Overview tells you how much money and rations the party has, and also gives an overall rundown of party condition.

The Quest items page shows currently possessed quest items. If you have enough items to warrant multiple pages, you can scroll to see all of the items.



Inventory Mode

You enter this mode for the active character from travel mode.

From the top are the item slots which can contain an equipped item. At the bottom are the contents of the character's backpack. Pressing up and down will scroll through items.

Multiple options are presented for the active item. They are:

Equip - Equip the item in the appropriate slot.

Remove - Unequip the item and stow it in your backpack.

Use - Use the item directly. Some items can't be used in this mode.

Examine - Displays information on item, or tries to determine what an unknown item is by using your lore skill.

Drop - Drop the item. (Warning, the item is lost forever!)

Give - Give the item to another character in the party.

Items

There are many different kinds of items, which are identified by the icon that precedes their name.

Item Types

Weapons - Both melee and ranged weapons. Some melee weapons are offhand items.

Armor - There are five different kinds of armor.

Shield - Used for added protection. Offhand item.

Foci - Magical protection. Offhand item.

Spellbook - Contains a list of spells castable when equipped.

Trinkets - Grant bonuses to attributes and skills.

Rations - Used for stamina recovery over time while traveling.

Tools - Used for picking locks and disarming traps.

Light Sources - Used to create light for dark areas.

Potion - Limited use item, usable in travel or combat mode.

Scroll - Limited use item, usable only in combat mode.

Touchstone - Limited use item, usable only in travel mode.

Artifacts - Unique items that have special powers.

Weapon/Armor Qualities:

Weapons have qualities, indicated by a three-letter shorthand. They are:

Hit - Bonus to strike in combat

Def - Bonus to defense in combat

Dmg - Damage inflicted

Act - Cost in action points to use in combat

Mov - Movement penalty

Rdc - Reduce

Rst - Bonus to Resist

*typ - Grants additional damage types to the user. The preceding letter M, R, and D are used for melee, ranged, and defense.

*Efct - The weapon deals a special effect occasionally on a hit. The preceding letter M or R are used for melee or ranged.

Melee Weapons Only:

2Hd - Requires two hands to use, offhand items cannot be equipped

Thr - Throwable once per combat turn, retrieved at start of next turn

Rtn - Throwable continuously; magically returns to user

Rch - Weapon has reach; bonus to attack large creatures

Off - Weapon can be equipped in the off-hand for added attack power

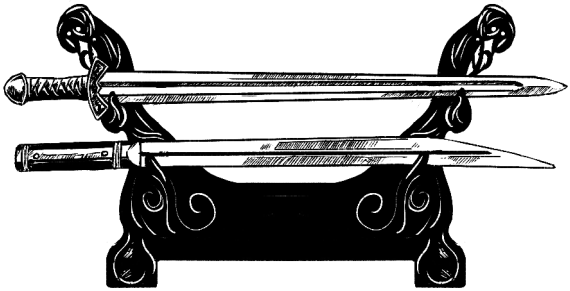
Weapon/Armor Damage Types

There are eight types of damage. Attacks that cause wounds use one or more damage types.

Armor can protect against some or all damage types. If it does, then the Reduce value is applied. Otherwise, full damage is inflicted.

You can determine the damage types as follows:

- Piercing (P)
- Blunt (B)
- Slashing (S)
- Fire (F)
- Cold (C)
- Electric (E)
- Acid (A)
- Mental (M)



Ranged Weapons Only:

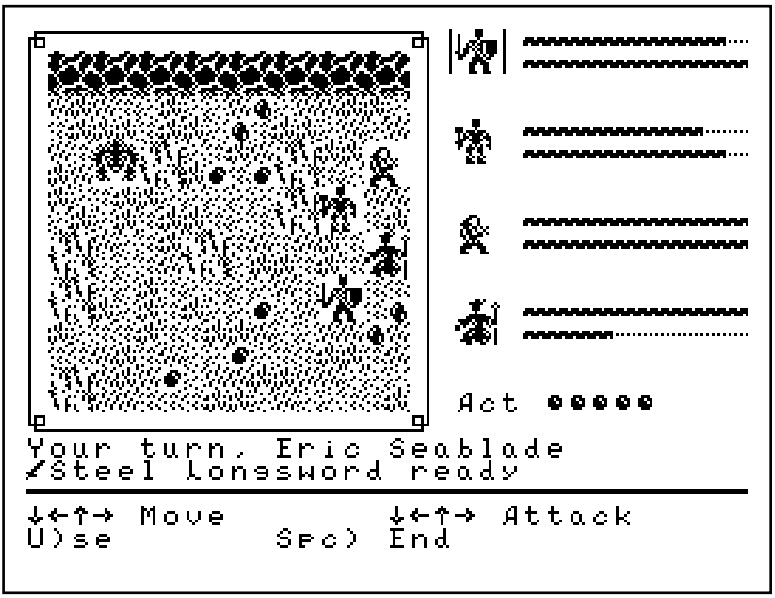
Stn - Uses stones for ammunition

Arw - Uses arrows for ammunition

Qrl - Uses quarrels for ammunition

Sho - Uses shot for ammunition

Inf - No ammunition required



Combat Mode

Eventually you will run into monsters and enter *Combat Mode*.

The large window to the left shows the combat map, which is an 8x8 grid of terrain, obstacles, players and monsters.

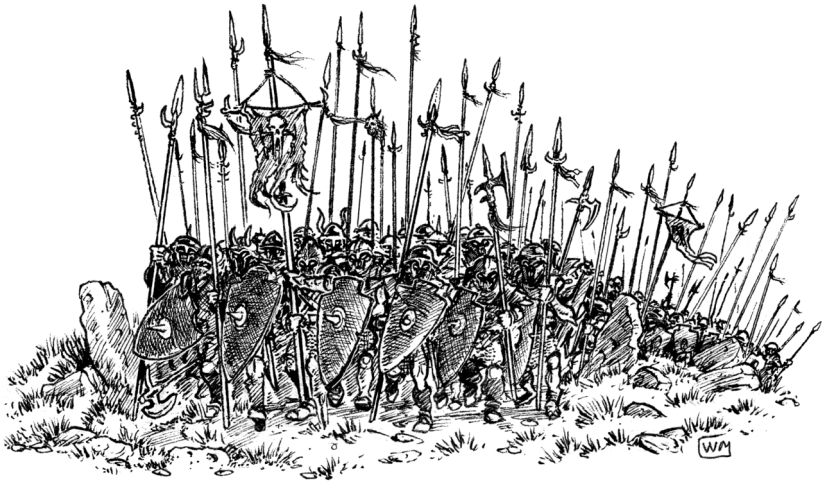
Along the right side of the screen is your party's statistics. The active character is bracketed to indicate this.

Next to each player icon is their health and stamina shown as colored bars. Red is health and blue is stamina. The icons for any active status effects upon the character will appear below these.

At the bottom right side of the screen is the number of action points the active character has.

At the bottom of the screen above the green line is the current player's name and what they are currently wielding.

Below the green line are the current available commands and the keys to activate them.



Combat Start

At the beginning of combat, you are told what monsters you face and how many of each. The location of your party and the monsters will depend on the direction you encountered them and whether or not you were ambushed. If the monsters attacked you, there is a chance they get to go first. If they have ambushed your party, the monsters get to go first.

Actions

Combat is turn-based. Each character on the screen, player or monster, takes turns in order.

Each player has action points. All actions use action points. When they are gone, their turn ends. If a player takes an action that uses more action points than they have remaining, the overflow is applied as a fatigue penalty.

As combat progresses, you slowly gain fatigue. A character at maximum fatigue will be reduced to a single action point per round until they recover stamina.

Most actions cost 2 action points. Spellcasting costs 3 action points. Switching weapon types (melee, ranged, or spells) costs an extra action point. Switching spellbooks ends the turn.

Disabled

If any of your characters suffer enough damage to equal their health, they become disabled, unable to take actions. To restore them, use healing spells or items. Monsters will ignore disabled characters.

Commands

Besides moving using arrow keys, there are other commands:

Use - Select an item in backpack to use immediately, or to switch spellbooks which will end that character's turn.

Fire - Fire a ranged weapon at an enemy. This option may become unavailable if you are out of ammunition.

Cast - Cast a spell from your spellbook. You will be prompted to select a target, which can include enemies, party members, summoned allies, a location or a direction.

Throw - Throw a melee weapon at an enemy. For the rest of the round the character will be fighting in melee with their bare hands. They recover their weapon at the start of the next round.

Lunge - A strong melee attack which costs fatigue to use, but has the potential to do more damage. Only available to fighters.

Vanish - Allows the character to disappear from sight. While invisible, most monsters can't see you. You also attack and defend with a bonus. Any successful hit exposes the character. Only available to rogues.

End - End the player's turn

End of Combat

Combat can end in one of three ways:

Party Victory

The party defeats all the active hostile monsters in battle.

Experience is awarded (halved for disabled characters, none for characters who fled), as well as possibly money and items. The game then returns to travel mode.

Party Retreat

All the characters not disabled retreat from battle by moving off the edge of the battlefield.

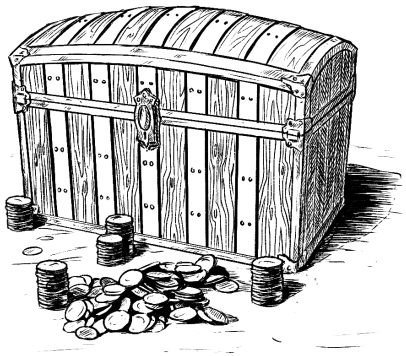
No experience is awarded. The game returns to travel mode with the monsters gone, but a new mob will spawn automatically, possibly close by.

Some battles can not be retreated from.

Party Defeat

All the characters are either disabled or charmed.

The game ends, and you are prompted to reload from your saved game or return to the main menu.



TIPS AND TRICKS

- Save your game, frequently and often! Especially before entering a new town or dungeon.
- Take notes about everything you see and hear.
- Finding a higher elevation may help you spot secrets and features you may not have noticed otherwise.
- Rations will help keep stamina up on your travels but only a good night's sleep at an inn or potions will restore it completely.
- Seek out the local healer or use spells and items to recover from wounds and debilitating status effects.
- Magical floors causing you problems? There is a spell for that...
- The town pub or common room is a great place to pick up hints and clues.
- Gambling is a good way to pick up a few extra coins.
- Carry plenty of light sources and restorative potions with you on long trips.
- Explore! There are many secrets hidden in out-of-the-way places.
- Slaying monsters is a good way to make money, but you can also find plenty of treasure in the wilds.
- Trainers who can train higher levels of skill cost more per session of training.
- If a battle is going against you, run away!
- Some monsters are more vulnerable to certain attacks.
- Keep an eye on your ammunition with ranged weapons.
- Use the help screens if you're not certain what an item or icon means.

GLOSSARY

Act - Total action points a character has per round. Also the action point cost for an attack.

Affinity - Your skill in a given color of sorcery, which grants bonuses for casting spells in that color.

Agility - A primary attribute, physical skill.

Cast - Bonus to casting spells.

Crit, Critical - Skill with making a critical hit with a melee or ranged weapon.

Cunning - A primary attribute, mental skill.

Defense - Skill with dodging and evading attacks.

Exp, Experience - Current experience a character has.

Fatigue - Amount of exhaustion a character is suffering.

Foci - An offhand item that grants magical protection.

Health - Amount of damage a character can take before falling.

Hit - Bonus to hit in melee.

Level - The level of power a character is.

Locks - Skill picking locks on chests and doors.

Lore - Skill identifying items and interpreting writings and objects.

Melee - Skill in hand-to-hand combat with melee weapons.

Move - Cost in action points to move one square in combat.

Next - The amount of experience a character needs for the next level.

Ranged - Skill with ranged weapons.

Rations - Food for travel that helps recover fatigue

Reason - A primary attribute, mental power.

GLOSSARY

Reduce - Ability to resist physical damage caused by attacks, spells, terrain and traps.

Resist - Ability to resist hostile spells, terrain, and trap effects.

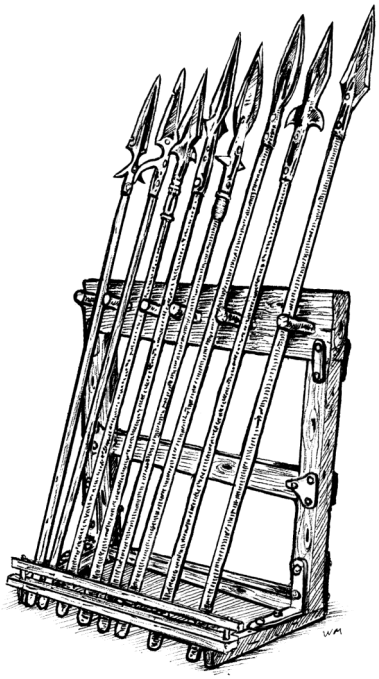
Sor, Sorcery - Skill with casting spells and overcoming resistance.

Stamina - Amount of fatigue a character can take before suffering damage.

Strength - A primary attribute, physical power.

Traps - Skill spotting and disarming traps.

Wounds - Amount of damage a character is suffering.



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The people of Origin Systems, Spiderweb Software, and Asgard Software.

Dedicated to 99’ers everywhere!

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The Realms of Talanua
The Great Ice
Realm of the Overlord
Lost Crater
Penumbra
Jotnar Lands
Rimefell
Regnhurst
Tempest Isles
Whitecrown Mountains
Cedarwold
Foulmire
Skalburg
Valwick
High March
Fensmouth
Blighted Woods
Great Forest
Valstein
Mondular
Ashford
Trestan
Bleyloch
Badlands
Osthaven
Cragburn
Western Moors
Saguaro Gulch
Amari Desert
Ispahan
Weymoor
Port Bonifice
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Aipthorpe
Savage Isles

REALMS *of* ANTIQUITY

The Shattered Crown

Reference Card

ITEMS

Arbalest

Arrows/Quarrels

Axe

Axe 2H

Bow

Cloth Armor

Dagger

Firearm

Foci

Hide Armor

Leather Armor

Light Source

Mace

Mace 2H

Mail Armor

Plate Armor

Potion

Rations

Scroll

Shield

Shot

Sling

Spear

Spellbook

Staff

Stones

Sword

Sword, 2H

Tool

Touchstone

Trinket

Wand

STATES AND EFFECTS

Bane - Penalty to all actions. Counters Exalt

Blur - Defense bonus

Charm - Attacks allies

Confuse - Moves and attacks randomly

Corrode - Increases damage by 50% before Reduce. Counters Protection

Death - Either a death attack or indicates an immunity to death attacks

Empower - 50% extra melee damage. Counters Weakness

Enchant - Melee and ranged attacks have magic damage types

Exalt - Bonus to all actions. Counters Bane

Fear - Runs away, won't attack

 Haste - Bonus to action points, -1 Move cost

Invisible - Cannot be seen in combat

 Invulnerable - Cannot take damage

 Light - Party has active light source

Lucky - Bonus to everything

 Mindguard - Immune to charm, confuse, and fear

 Paralyze - Cannot move

 Poison - No stamina recovery, takes damage. Counters Regeneration

Protection - Halves damage before Reduce. Counters Corrode

Rage - Bonus to hit, damage and critical; immune to fear

Regeneration - Heal wounds over time. Counters Poison

Sense - Party sensing dangers and secrets

Sleep - No actions

Slow - Penalty to action points, +1 Move cost

Stealth - Party cannot be seen by wandering monsters

Stepwatch - Party protected from dangerous terrain

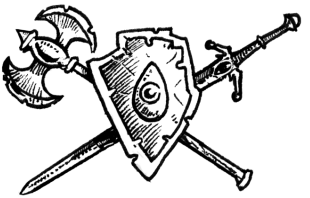
Unlucky - Penalty to everything

 Ward - Resist bonus, all damage types protected from

Weakness - 1/4 melee damage. Counters Empower

CONTROLS

Arrow keys OR	Move your party on the map while travelling
E, S, D, X	Move your players during combat
	Move the cursor around the battlemap during combat
	Select a direction during combat
	Navigate Statistic screens
	Select items/spells/targets
C	Cast spell
U	Use item
F	Fire ranged weapon (only in Combat mode)
T	Throw weapon (only in Combat mode)
L	Lunge (only in Combat mode)
V	Vanish (only in Combat mode)
Space	Wait, or skip turn
I	Player inventory (only in Travel mode)
Z	Character Status Screens (only in Travel mode)
P	Party Status Screen (only in Travel mode)
Q	Examine item (Inventory or in store screens)
O	Reorder party (only in Travel mode)
H	Help Screens (only in Travel mode)
1, 2, 3, 4	Change active player (only in Travel mode)
CTRL-R, F9	Reload game (only in Travel and Combat mode)
CTRL-S, F5	Save game (only in Travel mode)



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